CTHULHU
DEATH MAY DIE

SEASON 2: STORY MODE

Version
1.0

By
Ali Karar

ABOUT

Cthulhu Death May Die: Story mode S02 adds an overarching story across Season 2 content of the game. It also adds 4 extra missions using the same content. Although the story here is fictional, but the references used in story are all REAL. The campaign is set in Globe-trotting adventure set in Europe after the events of S01, but has no link with that story. Only timeline wise it is set at the end of WW1.

For more immersive experience, each episode should be played with a soundtrack, available in the playlist at: YouTube

PERMADEATH LEGACY MODE

This campaign should be played in Permadeath mode. In this mode if a character dies during the mission, then the character will lose one of their lives (will to live). If he/she loses 3 lives then that character permanently resigns (insanity takes over), and you cannot use that character in any future mission/episode. They may still be part of story but will not go on any future missions. So, slowly the number of playable characters will keep on reducing and if at any time your available playable investigators are less than number of players, then the whole campaign is lost; and you have to restart from beginning.

Use the checkboxes next to investigator portraits provided here to monitor/track their remaining lives. If any character dies, then strike one of the boxes on this tracker. If a mission specifically mentions to use a character but in your game he/she has resigned (all 3 lives are gone) then ignore that requirement, and play with any alternate alive character of your choice instead.

In this mode, one new action is available to all heroes; when a hero dies, don't remove their figure from board instead lay it flat on board. Any other hero on that space can use 1 action to roll their dice to drag the fallen hero that many spaces as the number of successes. If you are able to drag the fallen hero to Investigator start space, then the fallen hero is extracted to hospital. The fallen hero is still eliminated from this mission but doesn't lose a life. You need to save any fallen hero before the mission is either fully lost or won. If you are losing a mission, players may opt to runaway voluntarily as well by going back to starting space and choosing to exit. Its better to live another day to fight than die. If you lose a mission it has to be replayed before progressing forward.

Players will not be using the same investigator throughout the campaign. Each mission will tell which 2 essential; but next time you don't have to follow the "Essential character" instruction, you may use someone else, more suited for mission to try a different strategy.

#1: SPEAR OF DESTINY

"Are you sure we need the help of these… ahem! Individuals?", Alex Parker questioned as he cleaned his glasses nervously. Mary checked the bullets in her revolver and said, "I am pretty sure. We will need all the help we can get. It was hard for me to get out, but I know how they work. And if you are sure this will be the bank they will attack, then we will need to have this uneasy alliance". Alex nodded and said, "Yes as per my investigation, what they are looking for should be here and we cannot let them have it of course".

A grizzly voice of a woman came from behind, "Oye! Are we doing this or not. We came all this way to Vienna, to loot the bank; not look at you two sorry asses whisper to each other". Alex turned back at the group of gangsters who awaited their signal and said, "How many times I must inform you that, this is not just a simple robbery, expect the unexpected once you enter there". The grizzly leader said, "Bah! mama can deal with weird. Just let us get the loot as per our deal. As long as my sons grab their share of the goodies inside, we will help you scare off any clowns in there". Mary sighed, "This might have been a bad idea to team up with these gangsters. But we need them, two of us cannot fight alone. So, no point in wasting time here then, let's go in".

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S2-E1 content.
- **Setup:** Follow the mission objective, setup and instructions from S2-E1 without modification.
- **Elder one:** "Hastur".
- **Essential character:** Alex and Mary. Other players can play with any character of their choice.
- **Mission objectives:** Investigators must reach vault.

#1	To Disrupt the ritual: An investigator with 4 gangsters enters the vault. When the Elder one Advances: Each investigator takes 1 wound per Marked conditions they have.	
	Special Action: LOOT Take 1 loot taken from your space.	**Special Action:** CLEAR YOUR NAME Discard 2 loot to discard all Marked conditions.

SPECIAL TRIGGER

As soon as any investigator reaches the vault, then read below.

Alex saw one of the cultist holding, what he assumed they were after. It was a long stick wrapped in burlap. Alex aimed quickly at the cultist but he jumped on Alex and tackled him down on the floor with his strong shoulder as he ran out towards the gate. He yelled, "Mary! Stop him, he has the spear". But it was too late for Mary or others, with the other cultists still around to reach him, as he ran out of the bank unhindered.

Mary asked, "Was it really the spear of destiny?". Vance replied, "I am not sure it was covered in burlap, but it had to be. It was kept here during WW1 for safe keeping, and they were in talks of either sending it to Rome or display it in some Museum here; that's why it was kept here till its fate was decided. Mama overheard the conversation and said, "Are you talking about Holy Lance, the spear that was used to pierce Jesus on the cross?" Alex nodded and said, "Yes! It is said that whoever holds that spear, holds the destiny of the world events; thus the name… Spear of destiny". They were just talking about it, when the portal on their back side opened and a huge figure in Yellow appeared from behind.

More info about SPEAR OF DESTINY: https://www.youtube.com/watch?v=21JxXrnPeXE

#2: DISTURBANCE AT EXTERNSTEINE

"Now aint this nice?", Sam said as he put a warm blanket on Ezekiel on the rocking chair in the porch of their farm. Ezekiel smiled and said, "Thank you Sam! For all you have done this past season for me and Judy. With my illness, I was unable to work; but you left your farms in Kansas and came all the way to Teutoburg to not only take care of me but also work my farms the whole season". Sam said while turning on his pipe, "Ah! Don't embarrass me. Judy is my sister, I had to help, that's what family is for. And I have strong sons back at home that can take care of the farm. Judy fell for your German charm and married you. Oh! How I cursed when you took her so far away. Haha! I needed an excuse to come across the pond to Germany to see her. But I see, you gave her a good life here, she still loves you just like the day she saw you, when you came hitch hiking through Kansas. That's all a brother can ask for her sister…". While Sam was telling his feelings to Ezekiel, he saw that his eyes had moved and got stuck on something far away.

Sam looked towards that direction and saw some lights flickering as well in the woods across the farm, "Aww! These darn kids better not be lighting any fires in the night in the wood. It can be dangerous. Let me go and check".

Sam went closer and closer in the Teutoburg forest towards the campfire, until he reached the clearing called Externsteine with sandstone rock formations; and saw many men moving around in weird robes around the fire. Sam opened his mouth to shout at them when someone put her hand on his mouth and pulled him back down in the shrubs. It was a woman in a hunting outfit who said, "My name is Ariele! Don't shout, please!". Then she slowly removed her hand from Sam's mouth as he whispered, "What's happening here?". Ariele looked back towards the camps and said, "I also don't know. I came to these woods for hunting but then these strange men started to come and setup camps and started to dig around as well. I wasn't sure so I hid. Then they started performing some kind of rituals. I am not sure what they are up to but they summoned a kind of weird creature from their ritual and it flew somewhere in the forest, now they are doing the ritual again". Sam innocently said, "Well we cannot let that happen. My sister lives nearby, this is too dangerous". Ariele said, "I agree, let us burn their camps and scare them away. And also see if you can find something useful on their identities, so that we can inform the authorities in the morning as well".

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S2-E2 content.
- **Setup:** Follow the mission objective, setup and instructions from S2-E2 without modification.
- **Elder one:** "Black Goat" (or "Cthulhu" if you don't own Black goat)
- **Essential character:** Sam and Ariele. Other players can play with any character of their choice.
- **Mission objectives:** Set the camps on fire.

#2	To Disrupt the ritual: Destroy 4 campsite (each campsite should have 2 or more fire tokens) When the Elder one Advances: Summon 1 cultist in each undestroyed campsite.	
	Special Action: LIGHT FIRE In a safe space, make a roll. On 2 or more successes, place 1 Fire token in your space.	**Special Action:** EXTINGUISH FIRE Make a roll. Remove 1 Fire token from your space each success.

SPECIAL TRIGGER

As soon as any investigator puts first 1st fire token on a camp site, then read below.

Inside the camp were couple of wallets of the cultists, looks like the robes don't have enough pockets to carry those. Nothing seemed suspicious at first, they were all Germans as well. The only common thing in them was that they all served during WW1 as soldiers.

More info about EXTERNSTEINE: https://www.youtube.com/watch?v=88VRVLk0bE8

#3: MURDER FOR PICATRIX

"Two sightings, well we got to split up and take up a case each. Which one do you reckon?", Mary said as she handed over the reports from the institute to Alex. Alex looked at the files "Hmmm! Cultists reporting doing excavation in Externsteine; and Church people involved in some ritual stuff. Well I would be interested in meeting and exploring what's happening at the Church". Mary took the other file from Alex as she looked outside the train window, "Well then looks like I will be spending some time at the ruins then, meeting this Ariele".

Alex dropped at the station first while Mary continued her journey ahead. He took a local taxi to go to the small church in the small old town. The rustic smell reminded him of old times. Like his ancestors lived here in dark or middle ages maybe before they were exiled to Australia. "That's the one", sound of taxi driver disturbed Alex's thought train. He got out and through the rain soaked grass went to the dingy Church from where the reports had come. At the door someone in collar walked impatiently. Alex said, "Hello! I am Alex. I am here to meet a…". Father came hurriedly towards him, "Did the institute send you?", Alex nodded, Father Luke continued, "I guess you are a little too late. I am Father Luke, I came on a missionary mission to this area, but saw some strange behavior here thus I sent the request to your institute for help. But last night things turned for worst, the priest has been murdered. And I believe there was use of dark magic involved in it". Alex replied, "How can you be sure of that?". Luke replied, "Because I spent some time with him, and he was no ordinary priest. He was using some sort of magic himself. In last few days he was getting paranoid that church staff has been infiltrated by Cultists who wanted his special book. I assumed it was some sentimental bible or something he was talking about. But later I found it was Picatrix, the original Latin translation of the Arabic celestial magic tome called: Ghayt al-Hakim, The aim of the sage. The priest had found some rune symbols in that book that could unlock the secret of creation and planes of the world to those who came before or whatever the crap he was blabbering. That's when I called you guys. But now he is dead, and the book is missing". Alex rubbed his chin and said, "Well if we need more answers, we need to find who did it first"

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S2-E3 content.
- **Setup:** Follow the mission objective, setup and instructions from S2-E3 without modification.
- **Elder one:** "Yogg sogoth". (If you don't have it then play with "Hastur" instead)
- **Essential character:** Alex and Father Luke. Other players can play with any character of their choice (except Mary).
- **Mission objectives:** Investigators must reach vault.

#3	To Disrupt the ritual: Discover the murderer from suspects, and kill them. When the Elder one Advances: Turn faceup each suspect token whose Alibi token is still facedown.	
	Special Action: INTERROGATE In safe space, flip suspect facedown and flip up alibi token	**Special Action:** JUSTICE Kill a suspect in your space and flip up token in guilty slot.

SPECIAL TRIGGER

As soon as any investigator perform justice correctly, then read below.

"Why did you do it? Who are you working for?", asked Father Luke from the guilty culprit. The culprit only smiled and said, "You are too late now, the book has been sent to him already. The Sage will complete the work. Kill me if you wish, my work is done. Our purpose is higher than a single person's life". Then the culprit bit on something and a from came out form his mouth… an cyanide tablet maybe…. He was dead in few seconds.

More info about PICATRIX: https://www.youtube.com/watch?v=iTtxeEUAQhg

#4: TEMPLE OF DOOM

Mary's interrogation with Ariele behind the identities of the German soldiers took them to village of Wewelsburg where they saw more soldier movement around the Castle of Wewelsburg. It was like some takeover and renovation work was being done for establishing the castle as an army base. But the great war was over what were they doing now? Mary recognized the swastika, on the shoulder patches but the officers coming here were having a different kind of insignia on them as well, like two lightning bolts. Ariele looked confused, so Mary explained, "That svastika or plus like symbol you see is a Sansikrit symbol that the German Nazi party has selected as their political party symbol and after the shameful defeat of WW1, much of German army has started supporting this political party as they present radical ideas of German heritage and self-reliance when all the world has turned their face away from them".

Ariele asked, "If it is Sansikrat, then it's a Buddhist symbol, why are Germans using it then?". Mary replied, "I am not sure on my history but some German archeologists found these symbols on pottery near Turkish coasts, while searching for the Troy, the lost city from Greek mythologies. Which led them to believe that German's were the master older race and spread from west to east. Similar symbol was found 15,000 years ago in Ukraine carved in a mammoth ivory tusk, in Greeks vases, in Rome's mosaics, in hindu temples in India and on Buddha monasteries in hong kong. The archaeologist brought a lot of attention and they researched a link in Hindu text of Veda that linked the symbol to white skinned people and that race was called the Aryans; Thus they believe Germans were the one who were Aryans mentioned in those text who brought swastika and is mystical properties of fertility and blessings across the world, thus this symbol they have adopted as a reminder of their rich heritage, to boost their self confidence and importance".

Their discussion was interrupted when they saw some crates being unloaded in the yard outside. Some were being brought out and buried. Some being taken in the underground vault. They looked like crates from dig sites? Were they mystical artifacts? At least now they knew what they had to do, to stop this.

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S2-E4 content.
- **Setup:** Follow the mission objective, setup and instructions from S2-E4 without modification.
- **Elder one:** "Cthulhu"
- **Essential character:** Ariele and Mary. Other players can play with any character of their choice.
- **Mission objectives:** Dig and destroy the mystical artifact.

#4	To Disrupt the ritual: Deal 20 wounds to the artifact to destroy it When the Elder one Advances: Move artifact 1 space towards caves. If at cave, advance elder one, 1 extra space.	
	Special Action: DIG! In a space without dig token, make a roll. Add 1 success per dig token already on board. If 6+ then place artifact.	**Special Action:** DESTROY ARTIFACT While in space with Artifact, make a roll. Each success gives 1 wound to artifact (this doesn't count as attack).

SPECIAL TRIGGER

As soon as any investigator find the artifact, then read below.

On top of the pentagonal crate was written in German, "The war weapon of our forefathers". Inside were multiple hammers, they all looked like from stories of Thor's Mjolnir. Was any of them real? It was too risky to leave for questions, they had to destroy it.

More info about CASTLE WEWELSBURG (TEMPLE OF DOOM): https://youtu.be/VdpX4g8MqHw

#5: EUGENIC GAS CHAMBER

After months, the investigators had gathered back at the Institute's HQ, correlating all the evidence they had collected. Margarethe said, "What you said makes sense as there have been lot of propaganda being spread by the new Nazi party, and their new leader… what's his name.. Adolf Hitler! That German's are a superior race. I was happy being a German myself, but recently they took away the simpleton Jonas as they said that he has some problem with his brain and it's not matching Aryan race properties". Sgt Mario intervened, "Genetic Hygiene! That's what they are doing or racial cleansing. It's a study called Eugenics. They limit the human population to those with desirable genetics, which controls what genes and inherited in future generation and thus cleanse off unwanted properties like disabilities in people".

Alex thought for a second and added, "So, Nazi party really believe that they are special? That is why this symbol you saw of two lighting bolts, are not only Nordic runes, but also represent Thor's lightning. Which might link to why they were searching for Thor's hammer. They believe that German's come from a race that pre-date modern humans to era of Norse gods like Odin and Thor; and this Aryan race inherit those genes". Sgt. Mario said, "Exactly! I researched a bit and also found that right now they have sent an expedition to Tibet and Himalayas as well to prove that Aryan race exist there. They think that when the great flood came in time of Noah, even Atlantis existed and they existed there, but were flooded at that time along with many other of Aryan race. Those who survived on Noah's ark established new civilization in East and that is why their symbols exists across all the regions".

Margarethe said worriedly, "Does that mean that the camp they took Jonas to, he will be killed there?". Ariele said, "When we were at the Wewelsburg castle, we did see similar camp there, with some people in cages. They were setting up some green gas cylinders there". Sgt Mario stood up, "Gas Chambers. We thought these were labor camps, but looks like they are moving to next phase of their agenda, to kill them now as there are too many of them being concentrated there. Who knows that they are just being killed for Eugenics or this is modern way of human sacrifice for gaining mystical powers as well". Margarethe yelled, "No! we need to help them".

MISSION SETUP

Refer next page.

SPECIAL TRIGGER

As soon as elder one advances first time, read below.

Sgt. Mario said to Margarethe, "Shit! Some are jews but some are even Christians here, specifically speaking: Jehova's Witness believers. They are too humble and gentle to escape on their own, we have to force them to escape. Perfect people to be kept as labors". Margarethe responded, "Aren't Jehova's Witness just Christians?". Sgt. Mario replied, "Yes, but their beliefs are much closer to Muslims. They believe in one God, and Jesus as a creation of God. They don't celebrate Christmas, they don't use cross as an insignia for Christans as they believe that Jesus body never went on the cross etc. But as I mentioned before this hatred for imperfect human genes goes beyond just religion, anyone even within the Germans who are found with medical deficiencies are being kept prisoner here".

They were discussing this, gas leaked in the chamber and caught fire. Margerethe yelled in panic, "We need to hurry! These Nazi cultists will gas and burn us all, along with themselves. We need to put out the fire and hurry our escape".

More info about NAZI EUGENICS: https://youtu.be/sRcNq4OYTyE?t=969

MISSION SETUP

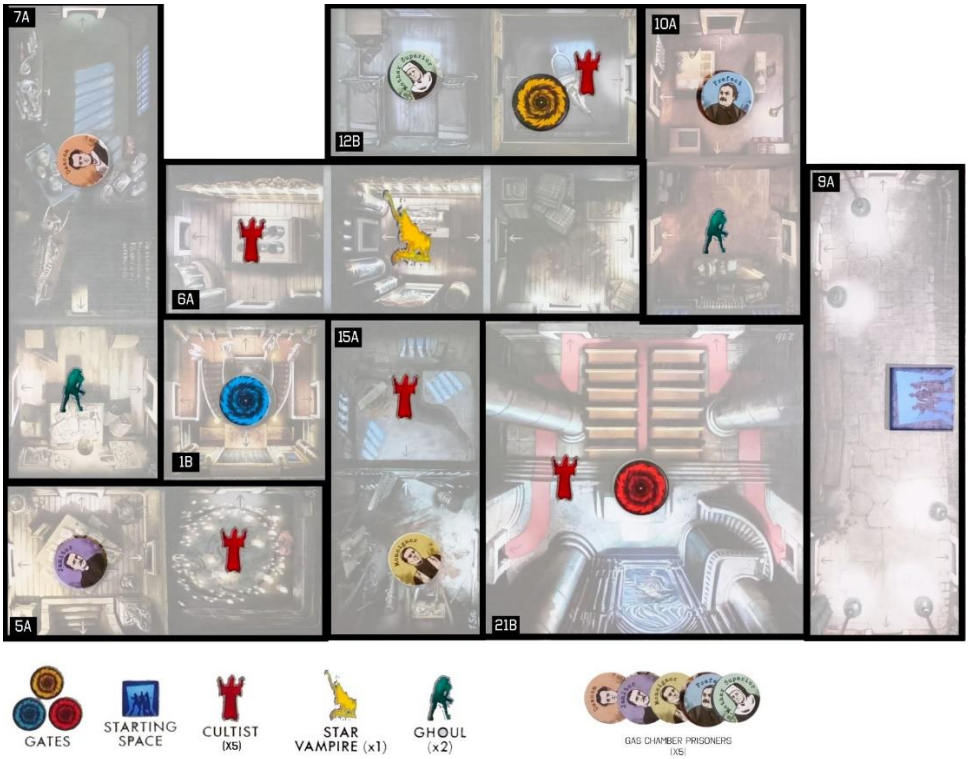
- **Discovery & Mythos Content**: This mission is played using S2-E3 content + Fire tokens from S2-E2.
  From mythos cards: remove the 2x Deflection cards. From discovery deck: remove the: Interrogation notes card.
- **Setup:** Follow the map setup given on this page. Now flip all prisoners (suspect tiles) FACE DOWN as they are too scared to escape. You must first convince and encourage them to escape. (You can randomly place any prisoner in given spaces).
- **Elder one:** "Black Goat" (or "Hastur" if you don't have Black Goat)
- **Essential character:** Sgt. Mario and Margarethe. Other players can play with any character of their choice.
- **Mission objectives:** Convince the prisoners and help them escape by moving them to starting space. When they reach the starting space, remove them from the board (they have escaped). Once 4 out of 5 have escaped, ritual is disrupted.

#5	To Disrupt the ritual: Take at least 4 out of 5 prisoners to escape point (starting space) When the Elder one Advances: Flip all prisoners to face-down side, if not accompanied by an investigator. Place 1 fire in each space adjacent to a prisoner either face-up or face-down. (it may cause fire to be placed on space where there is already another prisoner. A space with already fire token can get additional fire token as well in this way).		
	Special Action: CONVINCE PRISONER In a safe space, with facedown prisoner, make a roll. On a success of 2+, flip the prisoner face up. This prisoner is convinced to escape.	**Special Action:** MOVE PRISONER Make a roll. Move a convinced prisoner as many spaces as number of successes: If he/she was in your space move him/her away from you. If he/she was away from you them move him/her towards you that many spaces.	**Special Action:** EXTINGUISH FIRE Make a roll. From your location, Remove 1 Fire per each success rolled.

Special Instructions:

- Prisoners can sneak through any number of enemies when moving. They get no wounds or attacks as well through any effect.
- Prisoners will not move through fire, or if fire is in their space. It must be extinguished to keep them safe; unless a card effect forces them to do so either towards or away from you which might make them end up walking through or end of in a fire.
- Any card or effect that refers to "Suspect" or "Suspect alibi token", applies to Prisoner token on the game board.
- When gaining a DOUBT condition through discovery card, the prisoner doubts your motivation and you will have to flip any one face-up (convinced) prisoner face-down (unconvinced). But ignore the shuffle requirements given on the discovery card.

MAP SETUP



#6: QUEST FOR HOLY GRAIL

Hailia put the book forward, the faded words written in French were barely readable but roughly translated to “Book of Prophecies by Dr. Michel de Nostradamus”. She cleared her throat and said, “I tried to see the visions but it wasn’t clear who was behind it. But Nostradamus had a prophecy written in 1500s about someone being born in Western Europe who will come with wicked and villainous motives and perform murders and would have a charming tongue”. Sgt. Mario pulling up his cap and putting down the newspaper in his hand said, “Do you know who has a charming tongue? Hitler! He just got released from prison. He tried to overthrow the government, got put in jail, wrote a charming book about his struggle to help Germans, and became a hero. And now they just released him. And if he wasn’t being followed before, he has a lot of followers now for sure. Next election is his for sure”. Alex charmed in, “I don’t believe its Hitler himself. The cultist we caught said something about a sage, a mystic man behind all this. Now that sage might be working under Hitler and has resources provided by him; but Hitler has been an army man during WW1 and then in politics. There is no direct cult connection of him”. Margarethe showed some half burnt pages she had picked up from the gas chambers and said, “Whoever it is, really believes in Aryan race being like god-men. These paper are related to ‘Theozoology’, where the doctrine promotes that Eve was blonde and devil was dark skinned who influenced her, and since then the people who are dark skinned belong to Devilish roots while blonde haired are angelic and superior race. These are written by Jorg Lanz, it could be him promoting all this”.

Sgt. Mario put some thought into it and said, “If they are collecting everything at this Temple of Doom, Castle Wewelsburg then surely the person in charge there must know, whose behind this cultist movement within the Nazis”. Hailia exclaimed, “You want us to go inside the castle filled with soldiers and kidnap a high profile Nazi officer?”. Sgt. Mario replied, “No! what if we find an artifact of our own that would attract them to us, bring the bird out of the nest and then capture him?”. Hailia smiled, “Oh! I like that. And I have the perfect thing… the Holy Grail!.. The infamous cup of Jesus which can give healing properties to drinker. It is said King Arthur’s knights brought it to Glastonbury Abbey in United Kingdom. And looks like we have to get there before these Nazi cultists come there”.

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S2-E2 content. And dig tokens from S2-E4.
- **Setup:** Follow the map setup on next page. The camp sites indicate possible excavation sites for Holy grail.
- **Elder one:** “Yogg sogoth” (or “Cthulhu” if you don’t own Yogg sogoth)
- **Essential character:** Sgt. Mario and Hailia. Other players can play with any character of their choice.
- **Mission objectives:** Dig all 4 excavation sites to get all pieces of Holy grail.

SPECIAL TRIGGER

As soon as any investigator excavates 1st excavation site (remove its token), then read below.

You find a broken piece of a goblet made of stone, with weird inscriptions. Holding it felt like... holding power. But it was apparent that whoever hid it didn’t want it found, so broke it in 4 pieces. So, looks like you will have to excavate all probable sites to complete the pieces of Holy Grail.

More info about GLASTONBURY: https://www.youtube.com/watch?v=u00pPmqYnM8

MISSION SETUP

#6	To Disrupt the ritual: Dig 4 excavation site (each site should be removed from the board, by having 3 dig tokens on it) When the Elder one Advances: Summon 1 cultist in each undestroyed campsite.		
	Special Action: STEALTH EXCAVATION At dig site, make a roll. On a 2 or more success, place 1 dig token at the site. Once a site has 3 dig tokens remove the excavation site token.	**Special Action:** LOUD EXCAVATION Summon a cultist in each adjacent room. At dig site, make a roll: Place as many dig tokens per number of successes. Once a site has 3 dig tokens remove excavation site tokens.	**Action:** EXTINGUISH FIRE Make a roll. Remove 1 fire from your space per success.

MAP SETUP

GATES

STARTING SPACE

CULTIST (X5)

NIGHTGAUNT (x1)

FLYING POLYP (x1)

PATHWAY (X2)

EXCAVATION CAMP SITE (X4)

#7: CASINO CAPER

"How did the operation go for Holy Grail", asked Tony. Hailia informed about the updates that they did find the Holy Grail, and replaced it with a replica they had took with them. Nazi occultists took the bait and came after it. They "easily" found the fake and took it for real one. We followed them, as they took it to Nuremberg castle. We asked around and there are rumors, there are many aristocrats gathering there for a "gambling night". But what they will be bringing as price of entry will be such artifacts to enter the prestigious gathering. Sgt. Mario added, "We found a mason, a little money loosened his lips. There is a secret chamber being built under the castle to house treasure. The ventilation system they built there is to control moisture and keep the treasures safe. And what he described he saw already stored there was the spear of destiny they stole. In addition he saw a crown, a scepter, and an orb at minimum. Those match the description of crown jewels of Holy Roman Empire. But they had much more crates yet unopened there".

"And I am guessing, we will have to crash the party to find out what's next. Whoever has organized that gambling night, must be the one behind collection of mystical stuff. And thus the head of the serpent", Tony exclaimed. Hailia took out the Holy Grail from under her cloak and handed it over to him, "Here's your ticket inside. They would realize as soon as they see it that this is the real deal and let you in. But you must win at the tables to be invited to big boys league before any one will drop the name of the organizer". Margarethe said, "I will be your plus one, you need someone who knows the ways around aristocrats and is fluent in german".

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S2-E5 content.
- **Setup:** Follow the mission objective, setup and instructions from S2-E5 without modification.
- **Elder one:** "Black Goat" (or "Cthulhu" if you don't have it)
- **Essential character:** Tony and Margarethe. Other players can play with any character of their choice.
- **Mission objectives:** Have 6 Lady luck tokens in the casino.

#7	To Disrupt the ritual: Have 6 lady luck tokens in the casino. When the Elder one Advances: Make a roll. Summon creatures based on tentacles rolled per payout chart	
	Special Action: PROCURE (safe space) Draw discovery card, then move each cultist 1 space towards you (or spawn 1 at each gate if no cultist)	**Special Action:** GAMBLE (Casino – safe space) Discard an item, make a roll. Consult payout chart for highest applicable result line.

SPECIAL TRIGGER

As soon as the investigators get the 6th lady luck token, then read below.

The SS Officer on your side laughed and clapped as you win again and said, "Karl would have loved to meet you. Sadly, he couldn't be here after he set all of this up". You replied, "Oh really? I was so hoping to meet him. Where is he?" Officer replied, "He had to leave urgently for Haus Atlantis, they had found some groundbreaking….". The sentence was left unfinished when gurgling noises from a giant Elder One figure startled you as he appears from the void.

More info about HOLY RELICS VAULT: https://www.youtube.com/watch?v=NmQhMQJgz34

#8: HAUS ATLANTIS

"What's Haus Atlantis?", asked Adilah. Alex replied, "Haus Atlantis or House of Atlantis is a research center Nazi's had opened up recently to find links between Germanic race with Atlanteans. Hitler believes that among the oldest Norse races from where Germans come, they were ones who went to Africa and developed the mythical city of Atlantis and advanced the civilization with cosmic powers. They even have a statue of Odin posing like Christ on a cross on that house, to show their hopes of merging their current religion and old roots".

Adilah rubbed her chin, "Do you really think, they would have found the real location of Atlantis? What would they be able to do if they reach it?". Sam replied, "These Nazi cultists are able to summon beings from various cosmic planes already but if there is some cosmic powers or technology in Atlantis, then just imagine how they will be able to exploit it and summon what would be the destruction of everyone else". Adilah nodded, "And that's why we need to find what they have found and get ahead of them?". Tony added, "While you are there… see if you can find information about someone called 'Karl'. I only have a first name. The person who organized the casino auction or seems to be behind all this is not directly Hitler or even Himmler as we first thought. But the main executioner is someone named Karl. If we can bring him down, it will put a dent in the supernatural branch of Nazis".

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S1-E2 content.
- **Setup:** Follow the mission objective and instructions on next page.
- **Elder one:** "Hastur" (you cannot swap elder one with a different one in this mission)
- **Essential character:** Sam and Adilah. Other players can play with any character of their choice.
- **Mission objectives:** Unlock the information vaults to get the secret documents.

More info about HAUS ATLANTIS: https://www.youtube.com/watch?v=2O7RHu8Dp-s

SPECIAL TRIGGER

As soon as any investigator unlocks first vault, then read below.

You find documents related to Atlantis, some aerial shots taken by a reconnaissance airplane showing concentric circles someone in Sahara desert. But the information is incomplete. It looks like you need to open other vaults as well to get all the information. But you also notice sitting on the table, an invitation there…. A theatrical play; Organized by Himmler to lift up spirits and the invitation was made out to Karl Maria Wiligut. Is this the Karl you were after? We may need to check it out once we are done here, just in case.

MISSION SETUP

#8	To Disrupt the ritual: Bring a matching key (circle inscription token) to a vault (square token with same symbol) to unlock and obtain the information from it. This must be done for all 4 information vaults. When the Elder one Advances: Summon cultist at every locked vault. If no Hastur disciple is alive on board then spawn 1 at starting/spawn point.	
	Special Action: STEAL VAULT KEY While on a place with Hastur discipline body: You can make a roll, On 2 successes you pickup a random key from facedown key supply, and keep it on your player card (you need only 1 key to open the matching vault). Return disciple body to game supply.	**Special Action:** UNLOCK VAULT At a vault with matching symbol/inscription. Make a roll, On 2 successes you have unlocked the vault and pickup the vault folder and keep it on your player card. Remove this key from game. Then for each Star (elder sign) or Tentacle rolled move all enemies one space towards this player.

SPECIAL INSTRUCTIONS

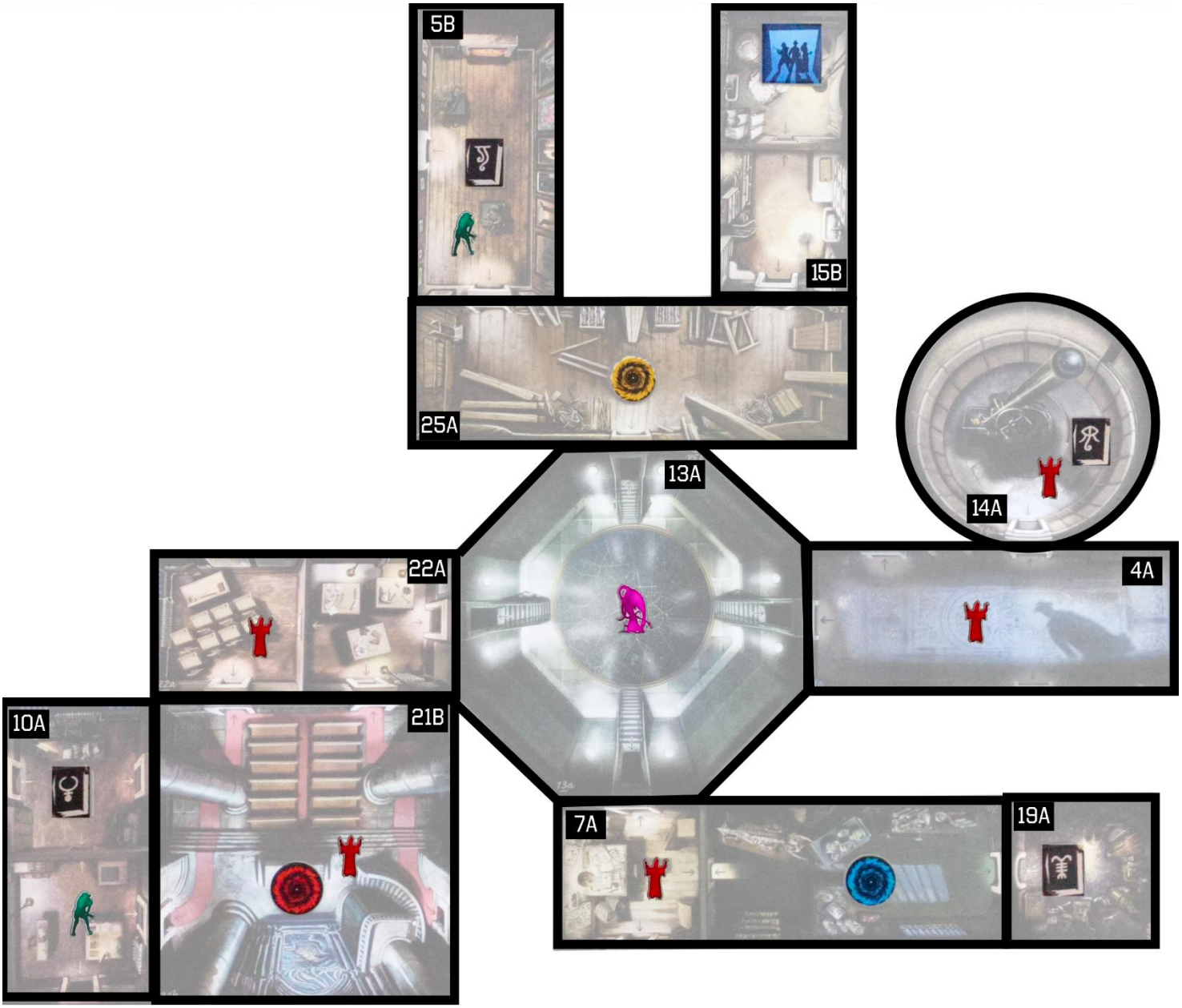
HASTUR DISCIPLES

- Hastur disciples are the only ones carrying the Vault keys. Once you defeat them in combat, don't remove them from the board, instead place them flat on ground.
- Once any player is successful in using the "steal vault key" action, the body will be returned to game supply.
- If at any time it is required to spawn a Hastur disciple but all the disciples are already on the board (alive or dead on floor), then spawn a regular cultist instead (if available. If not available then nothing happens).

KEYS AND VAULT:

- All the circle symbol tokens are the keys, mix them up facedown and form a supply, whenever required to steal a key, you will randomly pick from the supply.
- The square symbol tokens are the vaults, mix them up at start of game and place them at locations shown on board. You are not required to put exact symbol in exact location. Location is fixed, but it can be any symbol as you randomly put them on the board.
- There are two matching keys per vault, but you only need 1 of them to open the vault.
- A player can carry multiple keys at a time as well, it can be of same symbol or different symbols.
- If a player carrying a key takes damage due to any reason, then they lose 1 key per damage they are carrying. Take all the keys they have, flip them face down and then shuffle them and randomly lose as many keys as amount of damage. Return any remaining keys to player. The discarded keys should be shuffled/mixed back in the supply.
- Once a player has opened a vault, only the used key is removed from the game (doesn't go back in the supply) and the player picks up the square token, indicating the vault documents. These documents cannot be lost now.
- Even if a vault has been unlocked only 1 key will go out of the game, the other key with same symbol will still remain part of the random supply of keys Hastur disciples are carrying.
- If a mythos card requires a cultist body to raise up, stand up the fallen disciple body instead.
- Any mythos or discovery card text that refers to "tomes", applies to "vaults" (Square token).

MAP



GATES

STARTING SPACE

CULTIST (X5)

GHOUL (x2)

CHTHONIAN (x1)

SECRET DOCUMENT VAULTS (FORBIDEN TOME SQUARE TOKENS) (X4)

VAULT KEY SUPPLY (FORBIDDEN KNOWLEDGE CIRCLE TOKENS) (X8)

#9: SAGE OF RUNES

The stage was set, adorned with Norse runes and symbols. Tony sighed from the curtains where they hid as backstage hands, “These actors don’t even know what they got themselves into. This ain’t a play, this seems like a ritual being played out”. Hailia asked, “Do you see Karl Maria Willigut out there?”. Tony replied, “Not yet. He calls himself Master or Sage of Runes. From what I could gather about him, He had been studying Norse runes for many years. He is kind of a mystic and made a place for himself in the SS due to his ‘magical’ powers. Himmler relies on him to run the mystic units of SS. He claims that he can see into the spirit or cosmic realm. If he is here, I wouldn’t be surprised if he offers to go on stage in cultist robes himself and take part in the ritualistic play”.

Hailia said, “I hope the other team is making good time traveling to the location they uncovered from Haus Atlantis”. Tony sighed and said, “Yes! I hope so too. If we can delay Karl Willigut here, that will give enough time for our other team to reach this so-called Atlantis and ruin the ultimate plans he has. But if we fail to delay Karl here, he will take the next private plane to Atlantis and then God knows what will happen. So, we must ensure that the actors remain safe and the stage play is hindered until we uncover Karland disrupt his ritual here as well”. Hailia coughed, “That’s a tall order, but we have no other option”. The lights started dimming as the officials started to take seat, it was about to start.

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S2-E6 content.
- **Setup:** Follow the mission objective, setup and instructions from S2-E6 without modification.
- **Elder one:** “Yog Sogoth” (Use “Cthulhu” if you don’t have it)
- **Essential character:** Tony and Hailia. Other players can play with any character of their choice.
- **Mission objectives:** Remove all souls infesting Cult Leader.

#9		
	To Disrupt the ritual: Remove all souls infesting Cult Leader (have no unholy life token under it) When the Elder one Advances: Each investigator takes 1 stress (or wound) for each rehearsing actor within 1 space of them. Add 1 unholy life token under the cult leader.	
	Special Action: THAT’s ENOUGH Flip a rehearsing actor in your space to their ‘On break’ side.	**Special Action:** DESTROY SOUL In a space with Cult Leader, make a roll. If you get 2+ successes, remove 1 Unholy life token from under cult leader and move him to next normal gate. Blue > Yellow > Red > Blue

SPECIAL TRIGGER

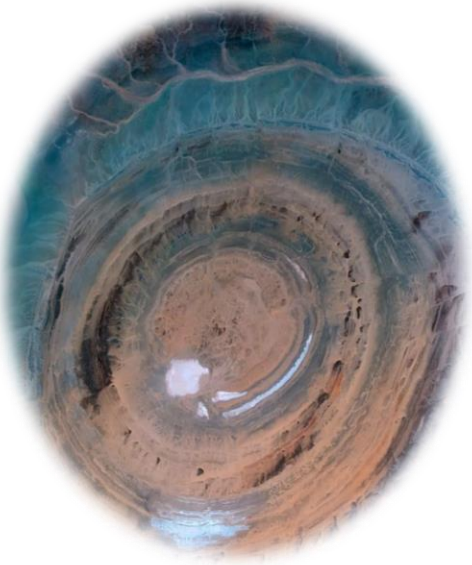
As soon as all the souls infesting cult leader are removed, read below.

Tony pushed the cult leader to an isolated room and whispered, “Got you!”. Hailia took off the hood and saw the confused face of Karl Maria Wiligut and then it dawned on him and angrily said in broken English, “So, its been you guys who have been troubling my team. Hmm! What are you doing here? Capturing me? … Delaying me?” and then he raised his staff in between Tony’s arms and turned it to twist his arms and get free from his grasp. Then he turned and hit Haila on the head with the same staff. Turned back and kicked Tony in the chest before he got up. Karl drew a runic symbol on the ground with his staff and then jumped out of the window as he said, “Lets see how you fare up against a Elder one”.

Remove cult leader token from the board.

More info about KARL MARIA WILIGUT: https://www.youtube.com/watch?v=hyh82mx7PRk

#10: EYE OF ATLANTIS



"We are here… the Richat structure… or as they call it… Eye of Sahara", exclaimed Adilah. Luke looked from atop and said, "I never realized this existed here! Look at those concentric rings, just like what Plato described rings of land surrounded by water". Adilah said, "Yes but the water was washed away in the cataclysmic flood, which destroyed Atlantis. Now leaving only salt beds here. But the geometry matches and Sahara desert was once rich with vegetation, which would match the beauty of Atlantis". Luke dusted off his shirt from sand and said, "But we are in middle of desert, wasn't this supposed to be an island or underwater". Adilah smirked and said, "Plato never used the word 'island' when he described Atlantis. He used the Greek word 'Nesos' which can be translated in various ways, one translation would be land surrounded by water bodies, and what is what this is. I feel a different kind of magnetic pull or cosmic energy here. This is the site".

Luke pointed in the distant, "German trucks, its like they are brining their whole Occult division. We need to hurry. They would be looking for cosmic artifacts buried here. The other team delayed Karl Willigut but he made it out alive. Now we must destroy what exist here, before they can fulfil their plans".

Karl Willigut got off from the truck and started to draw some runes around the site in sand and then wore a yellow hood and started to chant in unrecognizable language. Tentacles started to appear from under his cloak as Karl continued to chant as he was himself invoking to be like Hastur. The investigators hiding behind the rock formation as well the Nazi occultists jaws dropped as they started to see 3 portals appear and water started to fill from them in the rings around the land, visions of buildings and structure appeared on rock formations. And as the buildings raised, water stopped. Ground rumbling stopped at once as he snapped the book close, "Go! And now bring me the Atlantis artifacts and then this world will see our true power as we take over the world with help of our elder gods".

Adilah gasped, "What do we do?". Luke replied, "Well we didn't expect this. Those portals, seem to be the bringing key of holding the returned water, if we disrupt them, more water will flow and flood the land again". Adilah said, "You are right… See through the portal, I see walls… its like sea walls with water behind them. If we can some how make explosions there, it will break the wall and water will flood it all here". Luke pointed to the Nazi cultist soldiers as they rushed inland to pickup the Atlantis artifacts. Some of them transformed to Tcho-Tcho as they entered the magical aura under the cultist hoods, "We may not have the bombs, but they sure did come packed, they are becoming mindless horde if we beat them, we get the bombs from them, blow up the sea-wall, flood this area all over again including Karl and all the Nazi cultists, and we might just save the modern world as we know it. Fate of humanity now lies with us".

MISSION SETUP

Refer next page.

SPECIAL TRIGGER

As soon as all the portal's sea walls are destroyed, then read below.

Hastur (Karl) angrily yelled, "No! No! No!" as he saw his beloved mystical Atlantis in shambles. He raised his hands to build a kind of bubble shield around it to stop pouring of more water in it, but his power was diminishing and the shield flickered as he yelled in pain and his eyes burn, "Oh! Elder one! Give me power". The Elder one rose up and raised his hand like giving a blessing to Karl. Adilah ran and jammed a stake in the Elder one's raised hand, "Not on my watch!". Luke yelled as well, "Time to bring him down as well".

From now on, it takes 4 Elder Signs on Mythos cards to move the tracker once. Moreover, advance Hastur to Stage III for attacks.

More info about RICHAT / EYE OF SAHARA: https://www.youtube.com/watch?v=r9Gj_6dmNcM

MISSION SETUP

- **Discovery:** From S2-E6 take following 7 item cards to form the discovery deck:
  Whip or Gun?, Sword or Pen?, Snake or Venom?, Harpoon or Net?, Sun or Moon?, Extras, Full Band.

  Place 7 money bag tokens from S2-E1 on the map (as shown on next page). The discovery items are limited in this map to 7. Whenever an investigate action is taken at a safe place where there is still a loot token then remove that token and take a random discovery card.

- **Setup:** Follow the mission objective and instructions on this page, refer map setup on next page.
- **Elder one:** "Hastur" + "Black Goat" (or "Cthulhu" if you don't own Black goat)
- **Mythos deck:** Mythos deck should be formed from following cards:
  S2-E1: The summoning!, Tcho-Tcho!
  S2-E5: Give to the poor, The gathering of fiends, Steal from the rich, Yugg!, Hound of Tindalos!
  S2-E6: The summoning!, Dimensional Shambler!

  With these cards mix the Hastur as well as the other Elder one cards as usual.

- **Monster cards:** Take the cards from S2-E5 and S2-E6 as you will need both based on monsters in this mission
- **Essential character:** Father Luke and Adilah. Other players can play with any character of their choice.
- **Mission objectives:** All 3 sea walls at the portals must be destroyed, then defeat the elder one.

#10		
	To Disrupt the ritual: All 3 sea walls at the portals must be destroyed. When the Elder one Advances: Each investigator takes stress equal to bombs they are carrying (if they cannot take stress nothing happens). Hastur (Karl) moves to any investigator standing at portal and attacks him/her. If multiple options are available then it will select gate with more bomb tokens already on it. If they are equal then its players choice. If no player is at a portal then spawn 1 Hastur disciplines at each remaining portal which is not destroyed .	
	Special Action: PICKUP BOMB Any cultists / Tcho-Tcho killed drops 1 bomb (fire token) on board. Any player can use one action to pickup all available bombs in that space and place them on their board. (Fire tokens represent bombs and don't act like fire in this game).	**Special Action:** PLANT BOMB Place up to 3 bombs at a portal location for 1 action. Once a portal site has 6 bombs, it blows up. Remove this map tile and all enemies (except elder one) on it are killed in the flood. Shift portal token and player to an adjacent tile towards longest path edge. Leave a fire token under the portal as reminder that this portal's sea wall is destroyed.

SPECIAL INSTRUCTIONS

- Elder one (other than Hastur) is placed on the tracker, and is the main elder one that must be defeated to win the scenario.
- Hastur (Karl) remains outside the game and is not available on the map. He only comes in for attacks whenever elder one advances and then retreats outside the map. If any card or effect requires Hastur to move/spawn, then ignore such text. Killing Hastur is not objective of the map.
- Use Hastur 'Stage II' card from start of game to determine its attack strength. 'Stage I' card is still used to determine what to do in addition whenever elder one advances.
- Whenever Elder one advances, three "Elder one advance" effects take place: Mission condition + Hastur condition + Elder one condition
- If any card requires to place a fire token on the board, ignore that effect. There is no fire possible in this mission.
- If you run out of bomb (fire) tokens, you can take additional tokens out of S2-E2 box.
- At start of the game every player takes 1 special ability token of their choice.

MAP

20A
4B
7B
19B
18A
13B
1A
6A
23B
12A
9A
22A

GATES
STARTING SPACE
CULTIST (X5)
TCHO TCHO (x1)
DIMENSIONAL SHAMBLER (x1)
YUGG (x1)
HOUND OF TINDALOS (x1)
DISCOVERY (LOOT TOKEN) (X7)
STAIR PATHWAY (X2)
CAVE PATHWAY (X2)

EPILOGUE

Adilah and Luke signaled each other like saying good bye, they knew it was the end, as the Elder one fell on its knees behind them. They had done the impossible. Few mortals had defeated the so called superior race. Karl's energy diminished as he couldn't hold it much longer and the shield bursted with the Elder one gone. He fell on the ground as well, exhausted. They saw the water flowing back into the ground like it never was with no signs of grand structures or portals left anywhere. The whole Nazi cultists swept away in flood along with the investigators who gave their lives to keep the dangers at bay. Tentacles receded, black burning smoke stopped from Karl and all there was left was a lonely man in a torn yellow and black cloak. He got up and looked around, nobody was left. His whole platoon gone, like the earth swallowed them along with the water. He flipped pages of his book and tried to chant again, but nothing happened, either the energy was destroyed at this place, or no more magic was left in him as he was left in just tears in the desert.

A few years later on 3rd September 1939. Germany had just invaded Poland, and Great Britain and France had just responded by declaring war on Germany. Most of the people at that time had already seen "The Great War" or the war to end all wars. But looks like all the preparation they had been seeing up till now of Nazi's coming into power was just preparing them for another great war up ahead. The investigators didn't meet again for a while after that, some joined the army, some helped the local resistances overcome the oppression.

7 years later the investigators met back at the lodge when they heard the news of Karl Maria Wiligut's death. It was a time to commemorate the death of those brothers and sister who sacrificed themselves at Atlantis and foiled his plans. Karl Wiligut had since been diagnosed with schizophrenia and was sent to mental institute as people thought he was mad for interpreting reality abnormally. World War II was over as well, the world only saw the horrors of machinery and bombs in that war, but no Cthulhus walking along side tanks which would have turned the tides of war. It was the sacrifice of few that stopped the war from becoming a mystical magical one which would have brought cosmic beings to earth to take over. Although Himmler still tried to get some Occult group back, but they never got back on their feet after the blow the investigators were able to deliver to them. Gladly the world will never get to know, about the horrors some good men and women had to face to protect them all. Sgt. Mario raised his glass and said, "It is a thankless job, but in our hearts we know who the heroes are. Let us never forget them. For humanity!". Everyone else raised their glasses as well and said, "For humanity!".

- THE END –

CREDITS

If you like this campaign, then you can check out my other Story Mode campaigns as well at: http://bit.ly/KararStoryMode
and if you like the work that I do, don't forget to support me on http://patreon.com/karar2k

Story and Campaign designed by: *Ali Karar*
Proof-reading and playtesting: *Desire Maryam*

Patreon Fans whose support helped produce this:

- *MomGamer*
- *Steven Ireland*
- *Giorgio Saviotti*